

MARVEL
COMICS

7
NOV

APPROVED
BY THE
COMICS
CODE
AUTHORITY

GHOST RIDER

VS.

2099

SPIDER-MAN

2099



DIRECT EDITION



00711

7 59606 01157 5

\$1.50 US \$2.05 CAN

Buckingham
SLT

BEENCAUGHT STEALING

HALT!

NEW YORK
REALLY
SUCKS.

LEN KAMINSKI
words

KYLE HOTZ pictures

STARKINGS/COMICRAFT
lettering

HEROIC AGE/colors

EVAN SKOLNICK editor

BOBBIE CHASE group editor

TOM DeFALCO walked
right through the door

GHOST RIDER 2099™ Vol. 1, No. 7, November, 1994. Published by MARVEL COMICS, Terry Stewart, President. Stan Lee, Publisher. Michael Hobson, Group Vice President, Publishing. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Application to mail at second class postage is pending at New York, N.Y., and at additional mailing offices. Published monthly. Copyright © 1994 Marvel Entertainment Group, Inc. All rights reserved. Price \$1.50 per copy in the U.S. and \$2.05 in Canada. Subscription rates for 12 issues: \$18.00 U.S., \$30.00 foreign; and Canadian subscribers must add \$10.00 for postage and GST. GST #R127032852. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. GHOST RIDER 2099 (including all prominent characters featured in this issue and the distinctive likenesses thereof) is a trademark of MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO GHOST RIDER 2099, c/o MARVEL DIRECT MARKETING CORP., SUBSCRIPTION DEPT., P.O. BOX 1979 BANNURY, CT. 06812-1979. TELEPHONE # (212) 696-6810. Printed in the U.S.A.



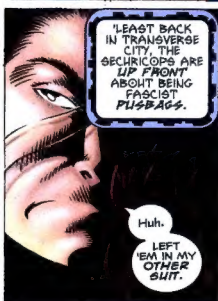
WHAT, MAN?

OPERATING A WHEELED VEHICLE IS AGAINST THE LAW HERE, SIR.

LICENSE AND I.D. CODE, PLEASE.

I'M IN TOWN MAYBE TWENTY MINUTES, AND THE NATIVES'RE ALREADY HASSLIN' ME.

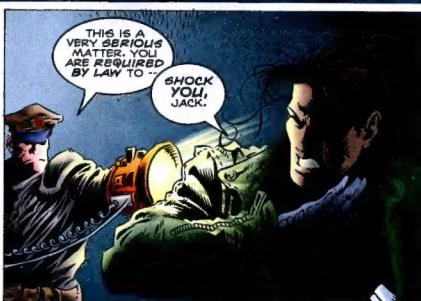
OFFICIOUS CREEP. "PLEASE" THIS AND "SIR" THAT, AS IF HE'S SOME KINDA PUBLIC SERVANT, 'STEAD OF AN APE WITH A PLASTIC BADGE.



'LEAST BACK IN TRANSVERSE CITY, THE SECHRICOPS ARE UP FRONT ABOUT BEING FASCIST PUSHBAGS.

Huh.

LEFT 'EM IN MY OTHER SUIT.



THIS IS A VERY SERIOUS MATTER. YOU ARE REQUIRED BY LAW TO --

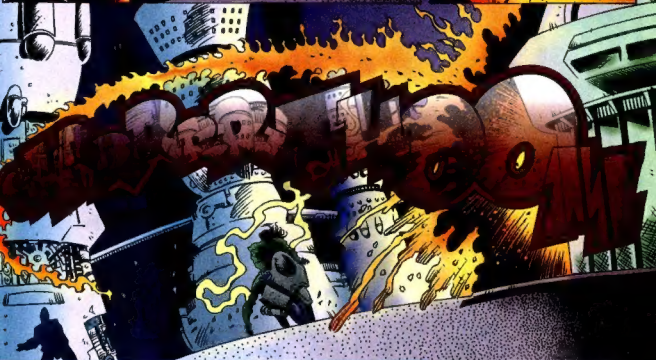
SHOCK YOU, JACK.

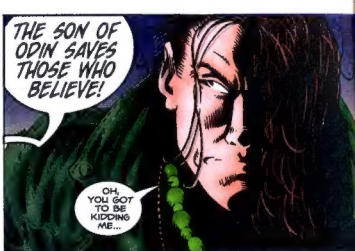


FAILURE TO OBSERVE LOCAL MAG-LEV REGULATIONS, RESISTING IDENTIFICATION BY AUTHORIZED OFFICER, AND PUBLIC USE OF PROFANITY.

THAT'S IT. YOU'RE UNDER ARREST, PLUNK.

NAH.





THORITES.

UN-
SHOCKIN-
BELIEVABLE.

BUT...

ONE THING
I CAN SAY FOR
ALCHEMAX --

-- THEY MAKE
THEMSELVES
EASY TO FIND.

PLACE IS PROBABLY
LOCKED UP TIGHTER
THAN THE ONO-SENDAI
SOURCE SCOPE --

-- BUT THAT
MEANS JACK
AGAINST MY
CLOAKING
DEVICE.

COMPUTER
MAINTENANCE
AUTHORIZED
TECHNICIANS
ONLY

NICE
MAINFRAME.

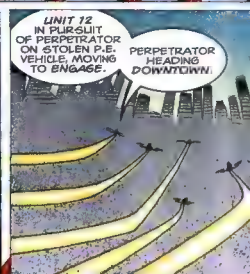
BET THEY
GOT SECURITY
ICE A MILE
THICK IN
CYBERSPACE.











DOWNTOWN'S GONNA HAVE ONE HECK OF A MESS TO CLEAN UP...

ARE YOU ALL RIGHT, MISTER O'HARA?

I'LL LIVE.

THINK I'LL TAKE THE REST OF THE DAY OFF, THOUGH.

THAT'S NOT OUR PROBLEM. HOW HE GOT IN HERE IS.

I WANT A FULL SWEEP OF THE BUILDING, AND A LEVEL ONE DIAGNOSTIC OF SECURITY SYSTEMS.

AND, ONE STARTLING CHANGE OF CLOTHES LATER...

FAT LOT OF HELP EYE'S GONNA BE IF THAT CANISTER BROKE OPEN DOWNTOWN.

THEY CAN'T BE BOTHERED TO PROTECT PEOPLE WITHOUT FAT CREDIT ACCOUNTS.

DOESN'T CHANGE THE FACT THAT TRICHLORIZIDE IS TOXIC EVEN IN SMALL QUANTITIES.

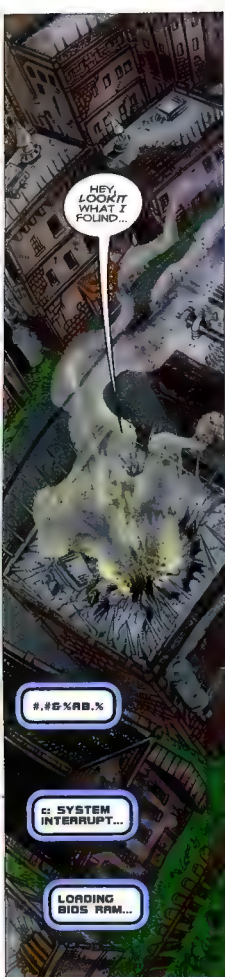
OKAY. PARTICULATE MATTER DETECTOR'LL BE ABLE TO SNIFF OUT TRICHLORIZIDE MOLECULES DOWN TO THREE PARTS PER MILLION.

THERE'S ENOUGH IN THAT CAN TO TRIPLE DOWNTOWN'S CARCINOMA RATES.

MAN, I'D LIKE TO GET MY CLAWS ON THE MORON WHO MADE THIS MESS.

TOO BAD HE'S BUSY WITH HIS NEW CAREER AS A GREASE SPOT ON THE PAVEMENT BY NOW.

IF THAT CANISTER'S RUPTURED, I'LL HAVE NO TROUBLE FINDING IT.



HEY,
LOOK IT
WHAT I
FOUND...

##G%AB.%

C: SYSTEM
INTERRUPT...

LOADING
BIOS RAM...



WOO!
WHAT IS
IT?

RUNNING
DIAGNOSTIC...

DUNNO.



BUT IT'S
GOTTA BE
WORTH
SOMETHIN'.

IMPACT TRAUMA
TO ALL SYSTEMS;
SELF-REPAIR IN
PROGRESS.

RESUMING
APPLICATION
"ZERO
COCHRANE"...



'S RIGHT.

WORTH
YOUR LIFE,
BITHEAD.



HUH? BEEN...
OFF-LINE?

THOUGHT I
HEARD...MY
OPERATING
SYSTEM
ITSELF..?

YAAAAHH!

WEIRD.



NOW THIS
PART OF
TOWN I CAN
DEAL WITH.

ALMOST
LIKE HOME.



'BOU'T TIME
I GOT BACK
THERE.

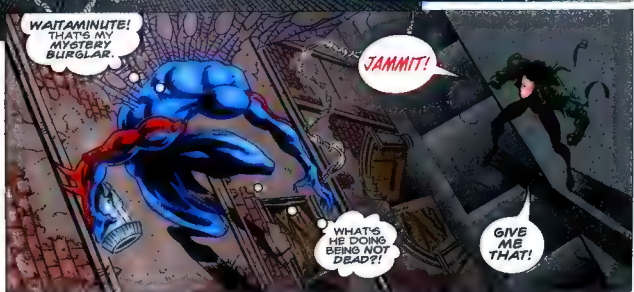


LEAST NOBODY
DOWN HERE IS
PUMB ENOUGH
TO HASSLE ME.



EXCUSE
ME --

THWIP!





WEBBING'LL
KEEP IT SEALED
UP FOR THE
TIME BEING.

Mmmm...
I
MIGHT --

-- IF
YOU ASK
NICELY --

-- AND
TELL ME
WHAT YOU
WANT IT
FOR.

OH, AND
EXPLAIN WHY
YOU'RE NOT PRESENTLY
DOING A TERRIFYINGLY
ACCURATE IMPERSONATION
OF A COUPLE DOZEN KILOS
OF RASPBERRY JAM.



YOU
THINK YOU'RE
TOUGH ENOUGH
TO SCREW WITH
ME --



YOU'RE
WELCOME TO
TRY --

SCHKT
VRRRT
ZZZZ KLAK



-- BUT
IT'D BE A
BIG SHOCKIN'
MISTAKE.

KLIX
KLIK
CHAK



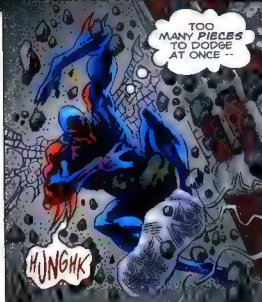
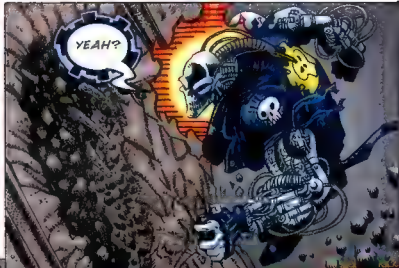
Ummmm...

YOU'RE
NOT FROM
AROUND
HERE...

...ARE
YOU?







"... THE BUILDING'S
COMING DOWN!"

AAAAHH!

THRU MBL

SQUATTERS
INSIDE...

...NOT
MUCH OF A
CHOICE...

C'MON!

SHRAKA
THOOM

MOVE!

WHERE'S --

GONE.

GREAT.
JUST
GREAT.

HE JUST
BETTER MAKE
SURE HE NEVER
SHOWS HIS FACE
IN THIS TOWN
AGAIN, OR
I'LL --

AHH... I'VE
GOT MY OWN
PROBLEMS!

WAS DETAILED
MONTHLY IN
SPIDEY 2099'S
OWN MAG!
-- EVAN

TOOK MORE'N
AN HOUR TO
GET BACK TO
THE BINE, AND
ALMOST THAT
TO GET OUTTA
THAT STINKIN'
CITY.

TIME'S
RUNNING
OUT.

IF THAT SPANDEX
JEANWEED MADE
ME BLOW SANDOZ'S
PEAPLINE, I'M
GONNA COME
BACK HERE --

-- AND SPLATTER
HIM ALL OVER MY
WINDSHIELD.




I
GOT THAT
STUFF YOU
NEEDED.



Oh,
THIS WILL
DO
NICELY.

I CAN
HAVE THE
Nootropine
PROCESSED
FOR YOU
IN TWO
HOURS.

WHAT'S
THE
DAMAGE ON
THIS GONNA
BE?



Oh, THERE'LL BE
PLENTY OF 2-4-5
TRIOXIDICLORIZIDE
LEFT OVER FROM
FILLING YOUR
ORDER -- MORE
THAN ENOUGH
TO COVER MY
EXPENSES.



BEYOND
THAT,
ALL I ASK IS
THAT YOU
KEEP IN
MIND --



-- YOU
OWE ME A
FAVOR.



DONE.

SHORTLY...

WHAT
DO YOU
MEAN
THERE'S NO
RESPONSE
?!

YOU
SAID
THAT --

I SAID
IT MIGHT
HELP HER, NOT
THAT I WAS
SURE.

THIS
ISN'T LIKE
SETTING A BOMB,
YOU KNOW. THERE'RE
EXTENUATING
PSYCHOLOGICAL
COFACTORS INVOLVED.

YOU MEAN,
LIKE MAYBE SHE
DOESN'T WANT
TO WAKE
UP?

POSSIBLY.
THERE MAY BE
SOME DEEP TRAUMA
SHE'S TRYING TO
AVOID FACING.

THEN
SOMEBODY'S
GOT TO TAP
IN AND DRAG
HER OUT.

NOT
A CHANCE.
NEURAL
INTERFACE WITH
HER COULD END
UP FRYING THE
SENDER'S
WETWARE.

THERE
ISN'T A
NEUROTECHNICIAN
IN TOWN WHO'D
TOUCH A CASE
LIKE THIS.

I DON'T
HAVE
WETWARE.

SET
IT UP,
SANDOZ...

...I'M
GOIN'
IN.

NEXT

THE PROLOGUES
MEMORIES

STRAIGHT FROM EVAN

We're getting plenty of great mail from you cyberfans, and the verdict is in: we've got ourselves a hit! Keep it coming, and let us know what you like about GR2099, what you don't, and what you want to see in the future!

And, as I mentioned last issue, those of you who regularly cruise the information highway might want to drop us an electronic line once in a while. Writer Len Kaminski is available on CompuServe at I.D. #74130.3464, and I'm currently on America Online as EvanSkol. You should also check out the AOL comics boards for postings regarding this title. See you in cyberspace, people!

To GHOST RIDER 2099,

After about eight years I have returned to collecting comics. In that time, I occupied my desire for action by watching movies about dark heroes and about a bleak future filled with anarchy, oppressive government, and rampant violence: movies like *Batman*, *They Live*, *Demolition Man*, *Total Recall*, and so on. I read a few comics in that time, such as *Marshall Law*, *Tank Girl*, *Baker Street*, and, occasionally, *GHOST RIDER*. When the release of *The Crow* — the movie depicting the dark comic book hero — was announced, I (being not only a Brandon Lee fan but also a fan of such dark heroes) was excited. I bought the soundtrack before the movie was even released simply for the fact that my favorite band, Nine Inch Nails, had a song on it.

Upon hearing the updated version of the song "Ghost Rider" by the Rollins Band, I waxed nostalgic, remembering Henry Rollins' original 1987 rendition from the *Hot Animal* album. The song brought back memories of reading the original *GHOST RIDER* comic and the occasional issues I had read from the second incarnation of GR. I decided to go looking for some new *GHOST RIDER* comics to see if they still had that same feel that attracted my attention way back when. I saw a new comic called *GHOST RIDER 2099*, so I decided to check it out.

What I read both disappointed and enthralled me. I was disappointed that GR was no longer a demonic, magical entity; but I was enthralled by the character's new identity. He is a warbot inhabited by a human consciousness, in a crime-ridden world ruled by corporations rather than governments. Gangs battle in the streets, where anarchy exists. Gone are the silly super-powered villains of the last *GHOST RIDER* series. The new villains are cybernetically-enhanced gang members, cyberpunk hackers, the mega-cops, and the mega-cops' lucky police forces (this last component is hauntingly familiar to a city in West Virginia which has a rent-a-cop police force called "Reot").

Ghost Rider 2099 is a serious, dark "hero" fighting serious, dark villains in a serious, dark world which we look to inherit in the real world in the next century. More important-

ly, this is the comic that brought me back to collecting.

James "Mad Dog" Nelson
315 West 17th Street
Belle, WY 25015

Glad to have you back, Mad Dog! As for The Crow, well, you and GR2099 artist Kyle Hotz have something in common besides this series! Kyle has probably seen that movie more times than anyone else except for the director's mother!

Hey Future Easy Writers,

I just read *GHOST RIDER 2099* #3, and it was good. It is different from all of the other *GHOST RIDER* stories I've ever read, and I've been reading GR for most of my life. This new series has gotten off to a great start. Keep up the good work. But before I go, I just want to ask a few questions:

- 1) Will there be a *VENGEANCE 2099* or a *BLAZE 2099*?
- 2) Why did Warwolf and Zeroman each think that the other was dead?
- 3) I missed issue #1 — how did Zeroman become GR 2099?
- 4) Is that hellfire on GR 2099's skull?
- 5) Could I have a poster of *Ghost Rider 2099*?

Anthony Tsubabo
17th ASG CM Unit 45013
P.O. Box 2774
Apo, AF 96338

Anthony, here are your answers:

- 1) Not without overwhelming fan requests (hint, hint).
- 2) Because they knew they had stolen something important, and because the Artificial Kidz had been hired to hunt them all down.
- 3) After being murdered, Zero was selected by the artificial entities living in the Ghostworks to have his consciousness downloaded into a super-warbot of their design.
- 4) No, there is no hellfire in, on, or around *GHOST RIDER 2099*. The flame around his head is a holographic display (as is the rest of his outfit).
- 5) Yes! It's in the works right now! (But, just so you're braced for this: you'll probably have to pay money for it.)

To Len,

I am so happy with *GHOST RIDER 2099*. When I got the first issue, I knew it would be very good. I like the "tech talk" a lot! It's a really good idea. You can imagine I was happy when you ran that glossary in issue #4.

I like *Ghost Rider 2099* because he's a super hero but he still fights cops and has an attitude. He's also equipped with state-of-the-art technology — that's why I like him the most. Everything is great about him except that he's, well ... he's too strong for his enemies.

Warwolf and the Blackbouts were too wimpy. He wiped both of them out easily. What *Ghost Rider* needs is enemies who are as strong and powerful as him, so they don't die like poor Warwolf. Why don't you have him fight someone at his

own power level ... maybe like Hulk 2099?

Ray Illian
18804 4th Avenue S
Seattle, WA 98148

Maybe someday, Ray ... but first we gotta figure out who would win!

Dear Last Writer,

Yeah, that's my suggestion for the *GHOST RIDER 2099* letters page title. The GR of 2099 is the best yet, as it combines high-tech Terminator-style action with cyberpunk based trips to yield a new kind of mysticism and a new twist on the *Ghost Rider* myths. Although this incarnation of GR is a persona-programmed warbot, he's already more human than the Johnny Blaze and Dan Ketch versions. Those GRs were actually rather flat foils for their human hosts, who made the best of a situation they didn't want or even have a choice in (or at least they didn't fully understand what they were getting into).

In Zero Cadhrane, you have given us a *Ghost Rider* who is driven by human motivations, which at times may be less noble than the ideals of avenging and protecting the innocent. For the first time, we can judge a GR on our own terms with no strings attached; no sympathy for the host's trapped existence and no demon to pardon because of its hell-spawned nature.

Here, there is no separation of the intentions, actions and therefore responsibilities of a demon-possessed man. Zero/GR are one and the same, with one mind. It's also refreshing to see a GR that doesn't have an immeasurable supply of supernatural energy; in fact, this one has to power up periodically, whereas the earlier GRs at most needed some down-time.

Of all the 2099 titles, I bet this one will rise to the top. In fact, once it catches on with the non-traditional GR crowd, it'll be even bigger than the regular *GHOST RIDER* GR2099: the best sci-fi/high-tech/cyberpunk/super hero around. I can already see the movie!

Enzi Queeg
(Address withheld by request)

*Actually, Enzi, Len Kaminski has stated that he envisioned the first five issues of GR2099 as *Ghost Rider 2099: The Movie*. Try reading all five in a row while eating popcorn and see if it works!*

NEXT:

Ghost Rider 2099 must enter his ex-girlfriend Kyle's very mind to find out why she can't — or won't — wake up! But can Zero handle the awful truth?

MACHINE LANGUAGE

EVAN SKOLNICK — EDITOR

BOBBIE CHASE — GROUP EDITOR

WRITE TO: MACHINE LANGUAGE, C/O MARVEL COMICS

387 PARK AVENUE SOUTH, NEW YORK NY 10016

ALL CORRESPONDENCE MUST INCLUDE YOUR NAME AND ADDRESS, THOUGH WE WILL WITHHOLD THAT INFO AT YOUR REQUEST.

ProFiles LARRY MAHLSTEDT

A 14-year comics veteran, **Larry Mahlstedt** has landed the plum assignment of inking **THE AMAZING SPIDER-MAN** beginning this month. Larry started out at DC in 1980, winning acclaim for his work on *Legion of Super-Heroes*. He made the jump to Marvel a few years ago, inking *NEW WARRIORS*, first over Mark Bagley, then over Darick Robertson. Now Larry has taken on new power and responsibility, as he follows Mark Bagley into Spidey's web!

Where and when were you born?

In Babylon, Long Island, in 1956.

How did you learn how to draw?

I was totally self-taught, but one year out of high school, in 1974, I attended the John Buscema comic book workshop in New York. I was one of the thirty students in his first class. He didn't show me how to ink, but he taught me the tools and the techniques of comics.

How did you like John as a teacher?

He's a great guy. He's very easy-going. It was his first attempt at teaching, and he did pretty well. He showed us how to draw figures, how to lay down muscle, the dynamics of drawing and perspective, the effective use of black, etc.

Who are some of your artistic influences?

As far as inking, guys like Klaus Janson, Terry Austin, Joe Rubinstein, Dick Giordano ... I look at anybody's stuff and see if there's something in there I can use.

This must be an exciting time to be working on AMAZING SPIDER-MAN!

It's going to be awful interesting. There is the potential for a major shake-up. I couldn't have come on the book at a better time, what with the animated series, the big issue #400 coming up, the action figures, the live action movie whenever ...

Do you have a favorite Spider-Man villain?

I always thought the Shocker was kind of cool — there's something about the padded inclusion in his costume. Then there's the Scorpion ... and, of course, the Hobgoblin!

What character at Marvel do you want to work on that you haven't?

I want to do Deathlok in the worst way! I hear Darick Robertson is working on a Spider-Man/Deathlok Limited Series — hopefully I'll get to work on that.

Who was your favorite Beastie or Monkee?

My favorite Monkee was Mike Nesmith. He was cool — he had a wry sense of humor. And, of course, the wool hat!

Did you ever wish you had a clone, like Spidey does?

Yeah — many times! I'd put him to work inking!

Do you have any hobbies?

I like to read — I'm big on mystery and horror. I like Robert Parker's Spenser stuff. For horror, I like Robert McCammon. Also, I collect superhero action figures. I have over 100! I'm really looking forward to the new line of Spidey figures — they have some characters I was hoping for, like the Vulture and a new Doc Ock, since the old Doc Ock looked like a wimp!



HYPE BOX

This month, the **Fantastic Four** premiere (along with Iron Man) in an all-new animated series called the **Marvel Action Hour**. To commemorate the event, we're launching two all-new comic books based on the TV series — one adapting **Fantastic Four** stories from the new show, one adapting Iron Man stories.

According to editor **Tom Deane**, **MARVEL ACTION HOUR: THE FANTASTIC FOUR** will take stories straight from the TV show, with the major difference being "we will make it look as much like a Marvel Universe comic as possible." Accomplishing this transition from TV to comics is writer **Joey Cavalieri** and artist **Quique Alcatena**.

The stories in the new FF TV show will be based on "all the great old Lee/Kirby stories," Tom said. The first issue starts off with the team's origin — "but with a special twist!" Among the heroes and villains who'll be popping up are the Silver Surfer, the Sub-Mariner, and Galactus!

If you want to learn more about the Iron Man segment of **Marvel Action Hour**, as well as his upcoming toy line, and the "Hands of the Mandarin" crossover, take a look at **IRON MAN AND FORCE WORKS COLLECTORS' PREVIEW #1**, including the armors even Tony wouldn't build, a chance to win great prizes, and tips on how to become a hot Marvel artist. As a bonus, **Tom Morgan's** specially-commissioned wraparound cover has hot neon special effects.



NOW ON SALE

ALICE COOPER: THE LAST TEMPTATION #3 OF 3: Don't resist the temptation! By Gaiman/Zutli

ALADDIN #2: An evil ank is a Aladdin! By Slott/Rigard/Albrecht!

AVENGERS #360: If Hera is here today ... will Hercules be gone tomorrow? By Harris/Johnson/Palmer!

AVENGERS DOUBLE FEATURE #2: Same comic as above, plus GANT-MANI!

BEAVIS & BUTT-HEAD #2: Get ready for America's Suckiest Home Video! By Maxton-Graham/Parker!

CLAN DESTINE #2: The family that rocks built together, stays together! By Davis/Farmer!

CONAN THE ADVENTURER #6: Meet Dagor, the Master of the Dagger! By Thomas/Kayman!

DOCTOR WHO: CLASSIC COMICS #25: Sorry — no Daleks in this issue!

DOOM 2099 #23: Tyger Wyde is back! By Moore/Brodie/Nyberg!

EXCALIBUR #83: Grave-moss gathers around the possessed Night-crawler! By Ellis/Dodson/Cantani!

GHOST RIDER 2099 #7: It's Ghost Rider vs. Spider-Man — 2099 style! By Kaminski/Hot!

GL JOE #154: Hey! Who let all those Cobra agents on this airplane? By Quinones/Stiner/Walace!

INCREDIBLE HULK #423: He hasn't got a snowball's chance against Hell! By David/Frank/Rubinstein!

IRON MAN/FORCE WORKS COLLECTORS' PREVIEW: Armorific info!

JUSTICE: FOUR BALANCE #3 OF 4: Against a super-villain assembly line! By Nioceza/Brasfield/Turner!

MARVEL ACTION HOUR: FANTASTIC FOUR #1: The TV origin of the FF! By Cavalieri/Alcatena!

MARVEL ACTION HOUR: IRON MAN #1: The Mandarin is hungry for a Russian sub! By Fein!

Williams/Nyberg!

MARVEL SUPER-HEROES MAGAZINE #2: All-new cover by Frank Miller!

MARVEL TALES #291: Spidey mops up the floor with the Absorbing Man! By DeFalco/Frenz/Layton!

MORBIUS #27: Morbius has kick drinking — blood, that! By Truiani/Gilmore!

NOVA #11: It's fantastic fun with Nova, Thing, and Ant-Man vs. Dr. Doom's robots! By Mannan/Stephauer!

PUNISHER #96: A down-and-out singer turns vigilante! It's #1 with a bullet! By Rainey/Del Rio!

ROCKO'S MODERN LIFE #6: Newlywed parrots honeymoon on Spunkey! By Lewisandowski/Aude/Field!

SABRETOOTH CLASSICS #7: Sabretooth wants to massacre some Morlock! By L. Simonov/S. Buscema!

SAVAGE SWORD OF CONAN #227: Conan sits on Kull's throne!

Plus Red Sonja! By Thomas/J. Buscema!

SPIDER-MAN #52: The Spider-Clone wants vengeance on Venom! By Mackie/Lyle/Hanna!

SPIDER-MAN MAGAZINE #5: Classic Spidey sagas of the past! Plus Iron Man!

WARLOCK & THE INFINITY WATCH #34: Count Abyss is down — but not out! By Arcudi/Oliff!

WHAT IF #67: Nazis have taken over the world! Captain America to the rescue! By Dixon/Carrasco Jr./Dew!

WOLVERINE: EVOLUTION: Wolverine terrorizes a cult of terrorists! By Nocenti/Texeira!

X-MEN #38: Gambit and Sabretooth have a score to settle! By Nioceza/Kubert/Ryan!

X-MEN 2099 #14: Loki, the God of future mischief, returns! By Moore/Lim!

X-MEN TPB: THE DARK PHOENIX SAGA: It's back from the ashes! By Claremont/Byrne/Austini!